



MAGIC

The Gathering®

BATTLE MAGE™

NETWORKABLE, REAL-TIME, STRATEGIC WARFARE
BASED ON THE FANTASY ADVENTURE CHARACTERS
& WORLDS OF MAGIC: THE GATHERING.



Akklaim
INSTRUCTION MANUAL

HEALTH WARNING

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

WELCOME, PLANESWALKER.

Elsewhere...

There is a universe beyond that which we see...

There are planes of reality as numerous as the stars in the sky... Dominia! A place consisting of multiple universes where mana -- the magical energy given off by plains and mountains, swamps, forests and islands stands ready to be tapped for the good or ill of those who live there. Among the many universes of Dominia it is the world of Dominaria, that provides the strongest mana. Such a prize cannot help but attract the attention of mighty planeswalkers -- wizards who can tap the magical energy of lands they control to cast mighty spells and summon wondrous creatures.

Seven wizards are converging on Dominaria. Rivalries and grudges stretching back 10,000 years have exploded in a planeswalker war. On the incredible continent of Corondor duels will be fought, secrets discovered, alliances made and broken, and the world of Magic: The Gathering will be changed forever. For the winner comes the fulfillment of eons of struggle. For the loser, well, one does not speak of such things...

MAGIC: THE GATHERING®-BATTLEMAGE™ THE MINIMUM SYSTEM REQUIREMENTS

- Windows® 95, Pentium 75MHz (P90MHz recommended)
- 16MB of RAM, Double speed CD-ROM drive
- 2MB SVGA DirectX compatible PCI video card
- 50MB free hard disk space
- Mouse

For Multiplayer and Network play:

- Network play - Winsock IPX Network
- Modem play - 14.4bps modem or higher
- Serial play - null-modem connection

MAGIC: THE GATHERING®-BATTLEMAGE™ THE INSTALLATION

1. Turn on your computer. Insert the Magic: The Gathering® - BattleMage™ CD-ROM disc in your CD-ROM drive (using a disc caddy if appropriate). A setup screen will appear.
2. Click on the install button to run the setup program. Follow the on-screen prompts to install the game. You can install the game to the default directory or select another destination by using the browse button.
3. When the install is finished, you will be asked to restart the computer. You must do this so that the DirectX™ drivers have a chance to start. If you do not restart, the game will not function properly.
4. To start the game once it is installed, go to your install directory using the Windows® 95 Start button. Click on the Magic: The Gathering BattleMage icon.

If you have difficulty installing this game, please refer to the Technical Supplement provided, or see the HELP.TXT file on the CD-ROM. Technical assistance can also be found on-line at <http://www.acclaimnation.com>

NOTE: Magic: The Gathering - BattleMage is for one player per computer. It is controlled by a combination of mouse and keyboard. Other peripheral input devices such as joypads and flight sticks are not supported. Two players can compete in Modem play. Up to 4 players can compete in Network Mode or on the Internet (see enclosed technical supplement).

After the introductory segment has played (LEFT CLICK the mouse or press [Enter] to bypass), you will come to the Main Menu. Press spacebar again to come to the Main Menu where you can set your options and select your game type. But before you do, take a moment to become familiar with the world of Magic: The Gathering - BattleMage.

MAGIC: THE GATHERING®-BATTLEMAGE™-- THE BASICS

In Magic: The Gathering - BattleMage you play as one of six powerful planeswalkers dueling to free or conquer the lands of Corondor. By using the tremendous forces at their command, the planeswalkers do battle with one another until one is the victor.

MANA

Mana is derived from the land, with different landforms giving off different kinds of mana. This magical energy is the power source that planeswalkers tap into to cast spells. Different types of mana are used to power different types of spells.

COLOR	ICON	LAND	TYPE OF MAGIC
Black		Swamp	 Death, ruin, decay
Blue		Islands	 Illusion/Mental, Air, Water
Green		Forest	 Life/Nature
Red		Mountains	 Chaos, destruction
White		Plains	 Healing/Protection

* Colorless in Magic: The Gathering - BattleMage is always represented by brass.

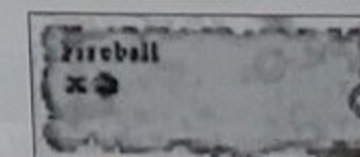
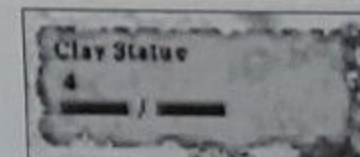
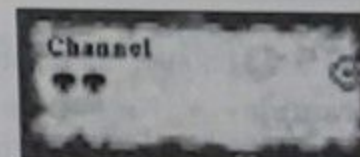
Each land in your spell library provides one mana of the appropriate color when tapped. When lands are tapped during a Duel, the energy they provide goes into your mana pool. When spells are cast, the energy is taken from this pool. When energy in your mana pool is used to cast a spell, the amount of energy the spell needs is temporarily drained from your pool, however, it will regenerate in a short time and can be used to cast another spell.

The amount and type of mana needed to cast a spell is defined by its casting cost. The amount of colored mana it costs to cast the spell is indicated by the number of mana symbols. This spell "Channel" shows two green mana symbols, it costs two green mana to use. When the casting cost is displayed as a number in a tan circle, (the spell requires that amount of mana) it means that any color or colorless mana can be used to pay for casting that spell.

This is referred to as a colorless casting cost. Ex. Clay Statue requires 4 mana to cast, it can be paid for with 2 green, 1 black and one white mana, or three blue and one colorless mana or any other combination of mana that adds up to 4.

NOTE: Colorless mana does not come from any of the five basic lands, it is provided by certain creatures and artifacts and can only be used to pay for colorless casting costs.

When the casting cost is an X it means that you may pump as much mana as you like into the spell before you cast it. The more mana you use, the more powerful your spell becomes. (Ex. "Fireball")



SPELLS

Every planeswalker has access to a collection of extraordinary spells. Whether summoning a creature to battle your enemies, healing yourself, or countering an enchantment set off by an enemy wizard, it is the power of a planeswalker's spells and the skill with which he or she uses them that will separate the victors from the footnotes in Dominaria's history.

Understanding the many spells you can choose from is a matter for great study. Spells often affect a Duel in ways that are subtle or profound and each spell is different and reacts differently with every other spell. Begin with some fundamental knowledge about basic spell types and then experiment with various spell combinations and see what is effective and what isn't.

CREATURES

Creatures are surrogates that planeswalkers summon to the battlefield to fight for them. Creatures can be used to attack the enemy planeswalkers, robbing them of lifepoints, or creatures can attack your foe's creatures, hopefully killing them. When a creature is first summoned to battle it has summoning sickness. It will take a few seconds until the creature is ready to be given orders.

Creatures are rated by both power (the amount of damage a creature does when attacking), and toughness (the amount of damage a creature can take before it dies). These ratings are expressed in the format: power/toughness. Thus a 4/5 creature would slaughter a 2/3 creature, all else being equal. The 4/5 creature would do 4 points of damage, overwhelming the 2/3 creature's 3 toughness. The 2/3 creature would only take away 2 of the 4/5 creature's 5 toughness, allowing the 4/5 creature to survive. After an attack, creatures who survive will gradually heal.

Creatures often have special powers that are available during a Duel. Some creatures can give you mana, others may make other creatures on the battlefield stronger just by being present! Some powers are constantly "on", while others may require you to utilize some mana in order to activate them. Certain powers are actually negative!

Ex. The Lord of the Pit has to eat one of your other creatures every minute or two, otherwise he comes back and attacks you! Consult the individual spell descriptions in the ARCHIVE section to learn what powers an individual creature has.

NOTE: In an added twist, Creatures summoned may randomly receive a +1/+1 increase or a -1/-1 decrease in their rating when summoned. Sometimes you get the runt of the litter, sometimes you get the leader of the pack.

SOME OF THE MORE COMMON POWERS:

Flying

These creatures can fly over terrain that others would have to go around.

Regeneration

If you tap enough mana these creatures can be brought back from the dead.

Trample

The creature does damage to another creature as normal, but any damage left over when the defender has been reduced to zero is taken by the planeswalker!

First Strike

The creature does all its damage to its opponent first, as opposed to the usual simultaneous attacks. If the defender loses all its life points the creature with First Strike takes no damage!

ENCHANTMENTS

Enchantments permanently change the effects and abilities of other spells or creatures. Ex. Bloodlust increases a creature's power and decreases its toughness. Enchantments last until the object of the enchantment is destroyed or the enchantment is dispelled.

SORCERIES

Sorceries are similar to enchantments, but they are not permanent. They go into effect and then fade away.

INSTANTS AND INTERRUPTS

Instants and interrupts are fast spells often used to counter something the other wizard is doing. Ex. Blue Elemental Blast can be used to stop a red spell from taking effect, IF you can cast it and target the spell fast enough!

ARTIFACTS

Artifacts are devices with magical powers that can be utilized once the artifact has been summoned to the battlefield. Although artifacts appear on the battlefield, they cannot be attacked by creatures unless the artifact is also a creature! Artifact creatures are used in battle just like living creatures. Quick rule of thumb: if it's lumbering toward you it's a creature -- do something!

GAME MODES

BASIC NAVIGATION

- Left-Click on any icon to select or access it.
- Left-Click on the glowing diamond or hit  to return to the previous screen.
- Left-Click on the up arrow to load a saved game while in Campaign mode or a saved spell tome while in the Build Utility.
- Left-Click on the down arrow to save a game while in the Campaign or to save a customized spell tome while in the Build Utility.

MAIN MENU

From the Main Menu you can access these choices: ARCHIVE, DUEL, CAMPAIGN, OPTIONS, CREDITS, and EXIT. Left-Click on any of these options to access them.

ARCHIVE

The ARCHIVE allows you to view all of the spells available in Magic: The Gathering - BattleMage. Come here to do research on the spells you wish to include within your Tome to take into battle.

The spells are listed by the color of mana needed to cast them. To view the spells for a color, left-click on any colored jewel in the center of the screen. The list for that color will be displayed. Click on the up or down arrows at the bottom left of the screen to scroll through the list. Click on any spell on the list. The top right half shows the artwork that represents that spell.



STRATEGY TIP: BECOME FAMILIAR WITH THIS ARTWORK! THIS ARTWORK IS THE SHORTHAND REPRESENTATION FOR THE SPELL!

In the heat of battle you may not have time to access the spell's name, casting cost or effects. The spell's powers and effects are listed just below the art. The more familiar you are with your spell options, the more effective a duelist you will become.

OPTIONS

From this screen you can set the following game options:

Music

Left-Click slider to adjust the music volume from 0 to 10.

Sound

Left-Click slider to adjust the sound volume from 0 to 10.



STRATEGY TIP: DO NOT move the sound slider to 0! Sound plays a key role in fighting Duels.

CREDITS

Click on Credits to meet some of the talented people who burned the midnight oil (and a few bridges with loved ones!) to bring you this game. The last two options on the Main Menu screen allow you to choose one of two methods of play. The Duel is a one-round winner-take-all battle of sorcery for one player against the CPU or up to three other human players. The Campaign is a series of duels for one player against the other wizards played by the CPU.

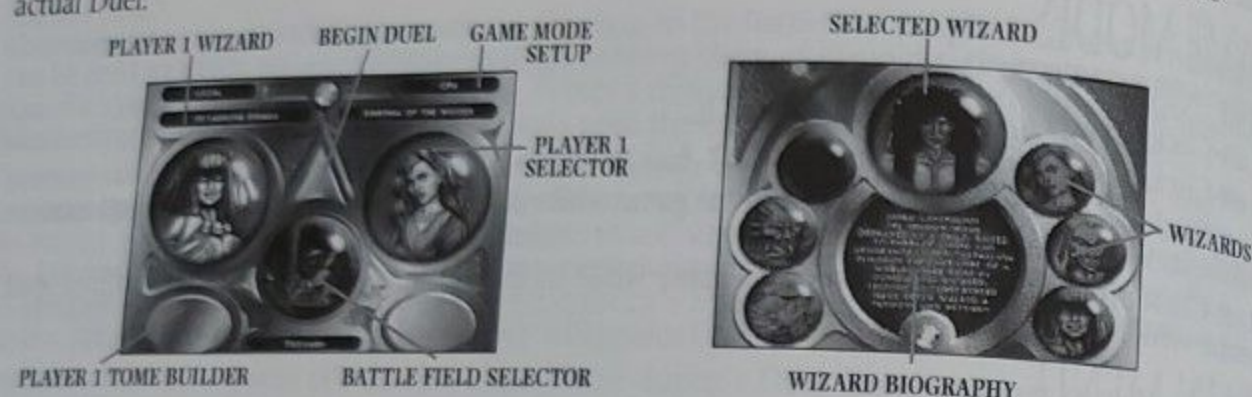
Here you will explore the Continent of Corondor, meet its many residents, bargain for spells and gold and discover heretofore unknown secrets about the universe of Magic: The Gathering.

MAGIC: THE GATHERING® - BATTLEMAGE™ -- THE DUEL

Select the DUEL option to launch yourself into the thick of battle!

DUEL SETUP SCREEN

The DUEL SETUP SCREEN is where you will select your battlefield options before you enter the actual Duel.



The portrait in the large gem on the left is the wizard you will play in the Duel. The portrait on the right is your opponent. If you wish to change your wizard, left-click on the left gem to go to the WIZARD SELECTION SCREEN.

Left-Click on any of these gems to select the wizard you wish to play. The selected wizard will appear in the large gem. Left-click in the text circle to read biographical information about your selected wizard. Left-Click on the Diamond to return to the DUEL SETUP SCREEN.

The portrait in the right gem is the wizard you will be opposing in the Duel. This wizard is selectable only when dueling the CPU.

Above the right portrait are the play options. Left-clicking on this option will allow the player to select between battling the CPU, MODEM, NETWORK play against other humans.

Left clicking on the arrows next to the center gem will select which of the thirty battlefields you wish to Duel on. If the "Land of Corondor" appears in the map gem, the battlefield will be selected at random.

Left-clicking on the brass button with the book on it below your wizard's portrait will bring you to the TOME BUILDER (see page 8)

Left-clicking on the lightning bolt begins the DUEL!

DUEL CONTROLS

- [Q]: Quit Duel
- [P]: Pause Game
- [C]: Target Creature
- [E]: Fan out library
- [A]: Rotate library left to select active spell
- [D]: Rotate library right to select active spell
- [T]: (Tap) Cast spell

[S]: Invoke Shadows (each planeswalker's creatures and spell has a shadow that is highlighted in a different color. This helps sort out your creatures from ones owned by the enemy. A spell that changes the ownership of a creature will change its shadow.)

[W]: Center Screen on planeswalker

[8]: (Numeric Pad): Scroll UP

[2]: (Numeric Pad): Scroll DOWN

[Spacebar]: Immediately scraps spell when artwork is blinking.

Left-click on unit: tells unit prepare to receive commands

LEFT CLICK and drag: Invoke Command Square -- selects multiple creatures to give movement or attack commands

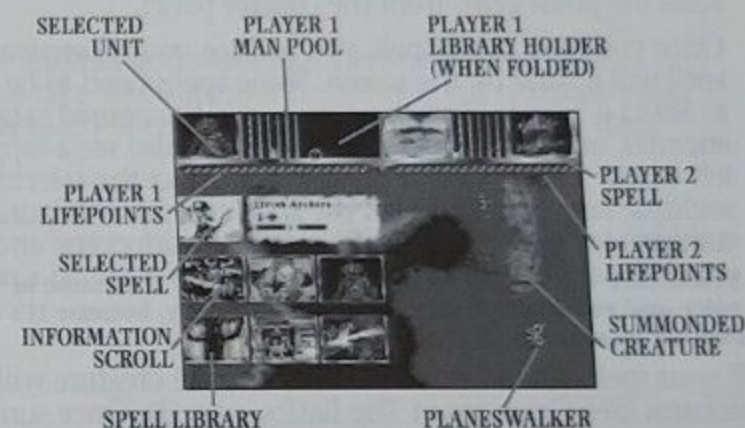
Right-click on selected unit: Utilize creature's or artifact's special power

Right Click on spell artwork: Cancel casting that spell

CLICK and release on both LEFT and RIGHT Buttons to de-select all units.

THE DUEL SCREEN

A Duel is a battle between wizards (1 player vs. CPU or up to 4 people using the Network Mode). The goal is to attack and destroy your opponent by summoning and moving your creatures and using spells to drain your opponent's life points. The control panel at the top of the screen is where you will control your resources. From left to right, the panel displays the following information.



Life Points

These gems represent how many life points you have at the present time. You start the game with 20. If you ever reach 0, you have lost the Duel. Each red gem represents 5 life points, each purple gem represents 1 life point.

Currently Selected Unit

This is the unit or spell on the battlefield that is currently selected. Its artwork is displayed here.

Mana Pool

These six bars tell you how much mana you currently have at your disposal. The six gauges are color coded by mana type (Bronze represents colorless).

Library

Each player/ wizard takes between 40-60 spells with him or her into combat. This is referred to as the Wizard's TOME. The wizard's Tome can be edited in the Tome Builder (see page 8) or in the Campaign inventory screen (see page 9). During a Duel, however, a wizard only has access to seven spells at a time, this is the wizard's LIBRARY.

When a spell is cast, its artwork disappears from this stack. The wizard gets a new spell from the Tome every 10-15 seconds. If there are less than seven spells in the library the spell is automatically added to the library. Otherwise the spell in the lower right hand corner begins blinking. After a few seconds, the spell will be scrapped and replaced by a new spell. To hasten the elimination of the spell press the [Spacebar] when the spell begins blinking.

In order to defeat your opponent, you have to cast the spells in your library. To see your library, press E. This will fan out your library and let you see what spells you have at your immediate disposal. To collapse your library, simply press E again.

Pressing A or D will rotate your spells left or right. The active spell is the artwork in the topmost left position. It will be accompanied by a scroll showing the spell's name, casting cost, and if it's a creature, a red meter representing power and a blue one showing toughness.

Left click on the scroll to bring up a description of the of the spell's powers and effects. Left-click again to hide the description.

Casting Spells

Once you have the spell you wish to cast in the active spell position, press T to cast it! If the selected spell is one of the five basic lands, one unit of mana will be added to your mana pool (you will see the bars begin to fill with energy of the appropriate color.) If the spell requires colored mana, the correct amount of colored mana will be deducted from your mana pool. If the spell has a colorless casting cost (see MANA and CASTING COST, page 2) the scroll will change to show the six mana symbols. Left-click the cursor over the color of mana you wish to tap until you have selected enough to cast the spell. If you change your mind and want to select a different mana type, right-click on the mana symbol to untap it. When finished press T.

The area below the control panel is the battlefield. When the Duel begins your planeswalker is standing alone on the battlefield. Moving the cursor to the edge of the battlefield causes it to scroll. The other figure is the enemy planeswalker. Planeswalkers cannot move and cannot directly attack each other or creatures on the battlefield. When a planeswalker is struck by a spell or a creature, he loses life point gems from the control panel.

Once you have cast a spell, you will see your planeswalker gather up mana and in a moment the spell will appear on the screen. Some spells need to be targeted. If so, the computer will prompt you to Select a Target. Place the cursor over the desired target. The cursor will change to a red cross over enemies, or a green cross on allies (you'll also see a tapped symbol if the creature is tapped). Press the left mouse button. The spell will then affect the selected target. If a spell (such as Fireball) affects multiple targets, clicking on the spell artwork will launch the spell. Other spells, such as ones that summon creatures or artifacts, or directly affect the enemy planeswalker, happen automatically.

STRATEGY TIP: Listen to the mystic voice say the name of the spell as it's being cast. If you hear the voice and you haven't cast the spell, get ready, because it's been cast by a rival and it's probably coming your way!

If your spell has summoned a creature, the creature will suffer from a few moments of summoning sickness (See Creatures in The Basics, page 3). Once summoning sickness has passed you may give the creature orders to move. Left-click and hold the mouse button then drag the mouse to invoke the command square. Spread out the square so that it covers all of the creatures you wish to give orders and release the button. A toughness meter will appear next to your selected creatures. (This is where the invoke shadows command will come in handy, see page 4.) Move the cursor to anywhere else on the battlefield and left click. Your creature will attempt to move to that location. If the cursor is resting on an enemy creature or rival planeswalker, it will turn into a red cross (if on a friendly creature, the cursor will turn into a green cross). Left-click to command the selected creature to attempt an attack on the target.

IMPORTANT: To de-select any selected creatures, create an empty command square, or click then release both LEFT and RIGHT mouse buttons simultaneously.

When one creature attacks another, they will battle until one or the other dies. When a creature attacks the rival planeswalker, the other player will lose lifepoint gems equal to the creature's power. The attacking creatures teleport back and appear next to the controlling planeswalker with another bout of summoning sickness. After a few moments, the creature can be given new orders.

At any time, you can place the cursor on a creature and right click to bring up the information scroll. This scroll gives information about creature's additional abilities (see Creatures, page 3). On the numeric keypad, press 8 to scroll UP and 2 to scroll DOWN. If a creature has a special ability that needs to be invoked (ex. Regeneration) the mana cost of the power will appear next to the text description of the power. Left-click on the power text to invoke the ability, the procedure for selecting mana for the power's cost is the same as casting a spell. This scroll will also give information about enchantments that have been placed on a creature.

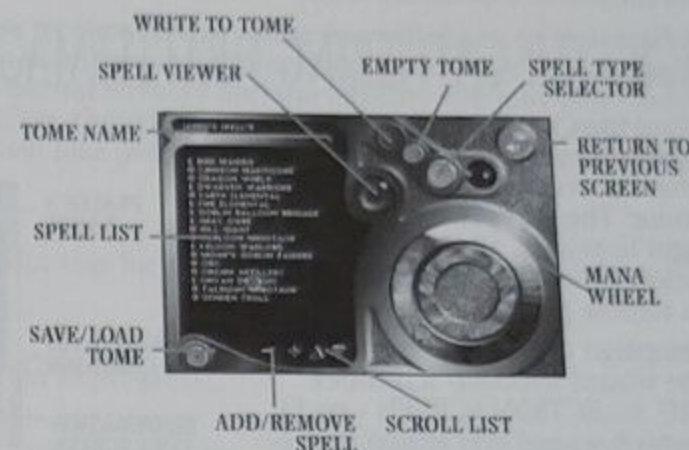
If your spell summons an artifact, the artifact will appear next to the wizard. Artifacts cannot be targeted, attacked or destroyed by creatures, and left-clicking on an artifact has no effect. In order to invoke an artifact's abilities right click on the artifact in the same manner as described in extra powers (above).

Manipulate your creatures to attack the enemy planeswalker, use your artifacts wisely and cast many spells at just the right time, and you just might come up victorious!

THE TOME BUILDER

The book in the brass button below your wizard's portrait in the wizard selection screen will take you to the TOME BUILDER. Get used to this screen, you will be spending a lot of quality time here. One of the keys to playing Magic: The Gathering - BattleMage is the construction of effective Tomes. Your Tome is the repository of magic from which you pull the seven spells in your Library during the Duel (see Library, page 6).

Since your Library can only be as effective as the resources upon which it draws, take special care when building your Tome to place in it spells that support one another and work together well. Consult the ARCHIVE for spell details. (Traditionally, wizards take 40-60 spells into combat, but when playing other humans, the players can agree to however many spells they wish.) The following are the controls for the Tome Builder:



Write to Tome

Left-click on this control to begin writing in your Tome. When your Tome has been opened the blue eyeball (spell viewer control) will open and you'll be ready to begin selecting spells. Click on this control again to seal your Tome.

Empty Tome

Remove all selected spells from your Tome.

Spell Type Selector

Click on this control to change the types of spells listed to left of the Mana Wheel. The first symbol (humanoid stick figure) represents creature summoning spells. In order, the symbols that follow are BOOK -- enchantment, CIRCULAR ARROW -- sorcery, EXCLAMATION POINT -- instants, ARROW STRIKING LINE -- interrupt, GEAR -- artifacts. (See spell types, page 3)

Spell Viewer

Click on this control to view only those spells that have been written into your Tome. Click again to view all spells.

Mana Wheel

Click on any of the five colors in the outer ring of the mana wheel to change the spell list to show only those spells whose casting cost is primarily that color of mana. The inner brass wheel represents colorless/artifacts.

Tome Name

Click on the Tome's name and press backspace to erase it. When the name has been erased, simply type in a new name. Press [Enter] to accept a name, or [Esc] to cancel it.

Spell List

This list of the available spells shows you how many copies of a particular spell have been written into your Tome. A given spell can only be cast once during a Duel. So if you'd like to have more than one of a creature or spell in battle you'll have to write multiple copies of the spell into your Tome. Click the add spell (+) to write in the spell, click the remove spell (-) to erase it.

Save/Load Tome

Use this control to save and load your customized spell Tomes. We have included several pre-defined tomes for you to experiment with.

MAGIC: THE GATHERING®-BATTLEMAGE™ -- THE CAMPAIGN

Selecting the Campaign option brings one player into a turn-based challenge -- to defend or conquer the continent of Corondor! The first planeswalker who manages to possess all thirty territories will defeat his enemies and bring an end to this terrible planeswalker war!

The campaign option brings you first into the wizard selection screen (see WIZARD SELECTION SCREEN - pg 5). Select which wizard you would like to play as and click on the flag to begin the Campaign. Click on the up arrow to load a saved game.



When you first enter the Campaign you will have an encounter with Ravidel the BattleMage. Read the encounter text highlighted in green. Left-click on the up and down arrows on the side of the text box to move the encounter text. Select a blue-highlighted-response. Different responses will have different results, you may ally with Ravidel, gain or lose silver, gain or lose spells, make an enemy, or Duel. Each time you attempt to gain possession of a territory you may have an encounter with a rival planeswalker or a denizen of that region. Be careful, though, there are many powerful beings walking the land of Corondor, saying the wrong thing could cost you dearly!

Corondor Map

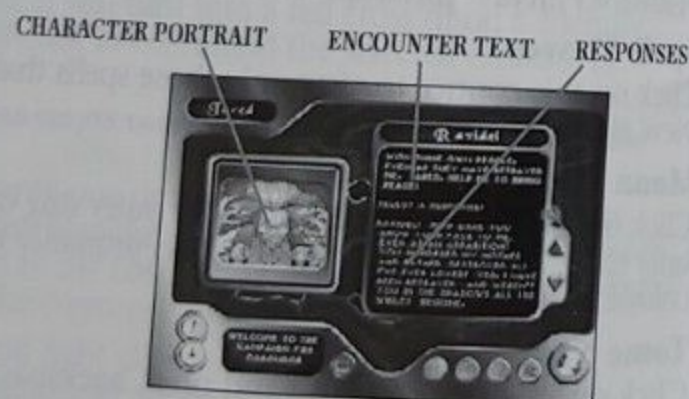
This map shows the amount of territory owned by each planeswalker. The thirty territories of Corondor are outlined in different colors for each planeswalker. Yellow - Jared Carthalion, Blue - Tevesh Szat, Brown - Sandruu, Green - Kristina, Purple - Leshrac, Gray - Geyadrone Dihada, Red - Ravidel, Light purple - Neutral.

Wizard Information

Left-click on the scroll then a territory owned by a planeswalker to gain information about the amount of land, spells, silver, and power held by that wizard.

Territory information

Left click on the question mark to get information on any territory of Corondor.



Inventory

Click on this control to go to the Trove and Tome screen. Your Trove is your entire collection of spells. When you collect, win, buy or lose spells during encounters they will be added to or taken away from your Trove. Your Tome is the spellbook you take into combat. You can only take 60 spells into combat during the Campaign.

STRATEGY TIP: If you're about to duel a particular wizard, adjust your Tome prior to the battle to take advantage of his or her weaknesses!

Attack

Click on the lightning bolt to attack another territory. Select where you will attack from and what territory you wish to possess. Depending on your previous actions you may or may not have an encounter. Handle an encounter right in a neutral territory and the territory will join your cause! If the territory is owned by a rival planeswalker, though, you will have to Duel for its control. (See Duel, page 5) The winner of the Duel will take possession of the territory. You can only attack once per turn.

End Turn

When you have completed all your actions for this turn, click this square to let the other planeswalkers have their turn.

Save/Load Game

Use these controls to save or load a Campaign in progress.

MAGIC: THE GATHERING®-BATTLEMAGE™ -DESIGNER NOTES

To bring the incredible characters and world of Magic: The Gathering to the PC in a real-time strategy format has presented unique challenges. We have tried to stay as true as we could to the Magic: The Gathering universe while at the same time bringing the characters and legends to life for a truly exciting and unique experience for Magic fans and strategy gamers alike. We have paid attention to the details and we're sure that if you're a Magic: The Gathering fan, (as we are, the Producer and the Marketing guy are now entering the 6th month of their All-Adclaim Duel-off) you will find that the excitement and strategic challenge hasn't been changed.

The biggest change has to do with timing: There are no "turns" in Magic: The Gathering - BattleMage; everything happens more or less immediately. Some elements (like using lands) are regulated (you can only cast one every 10-15 seconds), but as you will experience, this game is like none other you have ever played!

If you're not a Magic fan, we've made the game instantly accessible and enjoyable for its pure strategic value, you need no prior Magic: The Gathering experience to become proficient (though it couldn't hurt!). We think we've come up with an extraordinary way to bring the worlds of Magic: The Gathering to life. You no longer have to sit and imagine how a Fungasaur would look as it's struck by a Lightning Bolt... it's here...in living color. Enjoy!

Magic: The Gathering - BattleMage Team -- DECEMBER 1996

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